

4 August 1972

HooGLer Archives was originally a periodic listing of the Diplomacy archives of William Buchanan, R. R. #3, Letamon, Indiana 46052, telephone (317) 482-2824; Archives Director, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now wrapping up, rating systems, and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited either for purchase or a loan to permit xeroxing. (See the last archives listing in HooGLer Archives #53 for mines needed.) Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to HooGLer Archives is \$5/\$2.00 or 7/\$1.00; back issues are available for 15¢ apiece (20% discount for all available). Ask for #73 to get a list of all articles through #74. This is Albatross Press publication #91.

THE GRUDGE GAME (1971BC)
Late Spring 1907

THE SECRET OF HIIT AL-GUSHER

But first, patient reader, the final

BEGRUDGINGS

CANOSSA (17 May 1907): Her Holiness, Pope Joan III, today surrendered and rendered due submission to Queen Edythe of France. Dressed all in black (with stylish purple trim), Her Holiness rode into the city to meet the Queen on Her favorite horse, Just You Wait. At Her Holiness' back were 10,000 witches on railroad flatcars, all stirring big black boiling caldrons and chanting horrible curses against the enemies of France. If any. Leading the horde of hags was Witch-Generalissimo Baba-Yaga, who screeched toothlessly louder than any of the other thousands of crones under her command. The press has already announced that more eyes of newt will be consumed in this mass conjure-in than in all of the productions of MacBeth ever given, combined. Impressed by this display (not to mention by some of the other ingredients being thrown into the caldrons), Queen Edythe has confirmed Pope Joan in Her possession of the rest of Italy and also as Empress of Byzantium and the East. Unfortunately, Her Holiness was unable to secure even a square inch of the decadent Austrian states, which must therefore forever remain under the unspeakable rule of the foolish Les LaCupsake. Immediately after Her humiliation, Her Holiness announced She was going on an extended vacation in Her Byzantine domains, accompanied only by 20 or 30 virile young members of the Papal Guard, as well as by Her brother, Cesare, who is the only man permitted to pinch the Pontifical anatomy in public.

HIIT AL-GUSHER (23 Ramadan 1325): Ah, there's good news tonight! This is your roving girl reporter, Gabriele Hitter, and I've been winning at bacarat! And, here we are at the Asbestos Tent, the great gambling house in al-Shamhlz, capital of glamorous, romantic Hiit al-Gusher. The whole place is really swinging. The music you hear in the background is being made by Heath MacKnive and his Miserable Five, and they certainly are! There's some dancing going on over on the roulette table. Lord Cornwall, President of the Bank of India (formerly the Bank of England) has been there all night, and the crookier just broke the bank. Prince Eugene is going to be frightfully disturbed.

But now to sound a more ominous note. All al-Shamhlz is abuzz with rumors about the fate of Madame Edythe Birsane, the French Ambassatrix, who disappeared late last year under very suspicious circumstances. The Ambassadors of Russia, Turkey, Italy, and Austria, who were last seen with Madame Birsane--they abducted her, in fact--are using their diplomatic immunity to evade police questioning. The situation has not been helped any by attempts on the lives of other Ambassadors. The police are baffled, and they have no suspects. Baron Von Kafka, the Austrian Ambassador, has nearly been done in three times by poisoned pizza, and once by an exploding pepperoni. Ambassador Zucchini of Italy ran afoul of cyanide in his patisserie Viennois only last week, and was sick for three days. And today at lunch, it

That is official. All three contestants are so wrapped up in that beard that they can't move. I suppose that would make Sir Ambrande technically the victor, since it's his beard, but he's tangled up in it too. Now the Chief Referee is coming out with several pairs of shears and they're...oh, God! It's too terrible...I can't look..... (fade)

EX--TURKEY (31 May 1907): Thank you, Trieste, for suggesting that I have been writing the Mitt al-Gusher press releases. Actually I am a busy pr writer and don't have the time anyway. It looks like Rod's work to me.

COW PASTURES (5 August 1907): Ta ta ta tum! And now, ladies and gentlemen, the event you've been waiting for so breathlessly--the announcement of the author and winner in the Mitt al-Gusher contest. Votes were received as follows: Len Lakofka voted for Doug Beyer, Iain, Edi Birsan and John Smythe voted for Carol Buchanan, Dean Schwass for Brenton Ver Ploug, John Boyer and Doug Beyerlein for Rod Walker, and Pete Weber voted for Tom Eiler. The winners are (ta tum) John Boyer and Doug Beyerlein (John's vote was received first)! It is rumored that since Rod won a Screwball at DIPCON (which he has no need for!), you lucky gentlemen who guessed correctly can expect $\frac{1}{2}$ a Screwball shortly as your award!!

SOUTH FORTY (5 August 1907): The Secret of Queen Suzanne is revealed! Walter de Voel Wine, Press Secretary to Her Highness, Queen Suzanne, today confirmed the rumors that Her Highness is pregnant. The royal child is expected in December. Woe! Wine announced that there were no votes in the contest and "therefore no winner." He also issued a statement from Her Highness which read, "Ha! And Double-Ha! And that Pope John thought she knew the Secret. We certainly showed her!"

VICTOR'S STATEMENT--THE GRUDGE GAME (1971BC)

The following article by Edi is most enlightening. I had intended to publish a long GM's statement, but with Edi's detailed comments I feel that this will be unnecessary. In fact, the article is so long that it must be broken up and published in 2 parts. You won't have to wait in suspense though since I am publishing 2 issues back-to-back. Actually, this will work out well all around since Carol and I are going camping with her folks in Colorado from 18-28 August and I wanted to get in an extra issue before that anyway. As you will note in the next issue, I have followed Edi's comments with my own, plus a supply center chart for the game.

A WHIRLWIND OF KNIVES

by Edi Birsan

With the concession of the surviving players, '71BC has come to a finish in record time: 7 real months and some 6 game years. Billed the Grudge Game, there was some reshuffling of the original seven players that allowed me to enter the game after meeting the requirements of (1) being over rated somewhere and (2) having some reason to spark with the other players in the game. The following is my opinion on the flow of the game and how it looked from my view point.

The original strategy or game plan that I worked up, once I saw the country assignments, was to have two countries eliminated from the board as my minimum objectives for the game. They were England (Procnitz) and Turkey (Tretick). The reason for their selection and not any others was a simple mix of strategic positioning and personality (it was after all a grudge game). I envisioned a French, German and Russian attack on England in the north and a Russian, Austrian, and Italian attack on the Turks in the south. In the middle game period (that time when there is the first realignment of countries due to the elimination of a major power(s)), I would have the option to go after the Germans with the Russians or the other way around or strike at the Italians. The odds were in favor of deciding between the Russians and the Germans as an attack on Italy by France is unattractive as long as Germany and a northern power (Russia) are still around and kicking. In the final stage of the game (after another major power has been destroyed and realignment takes place by powers with 10 units or more) the odds are it would be France in the west against either one eastern power (Russia or Austria) or Germany as a northern power. Most likely, it would be the Russians in the east, as after the elimination of Turkey and England, the Russians inherit a powerful corner position with no real threats to their flanks. The same thing happens to France once England is out of the way, only to a lesser extent due to the Italian's sea power position in the Medi-

Normanston.

The strategy looked great on paper (the paper was mailed to Walt along with all my correspondence just for the record), but the hard part as always is to make it work. An early 1901 attack on England just wouldn't work in this game. Prosnitz would never move my Liverpool to Edinburgh in the spring knowing that I was in possession of Fleet Bismarck. Therefore, the idea was to bring the Russians and the Germans into the war early and then by building two fleets to hit Gene in 1902 when his attention was forced to concentrate in the north.

I negotiated with the Germans (Key) on the general plan of the attack; Jeff loved the idea. It was agreed that I would take Belgium and Liverpool and that Jeff would have London and Edinburgh. Initially, Jeff would play the Jutland gambit by moving to Skagerrak allowing me to take Belgium for the three builds. In the winter he would build a fleet along with me building two fleets.

The Russians were also favorable to the attack on the English and agreed to play two units north, thus threatening Norway in Fall 1901. Smythe also agreed to build an additional fleet in the north coast during the first winter. This would give us a total of 7 fleets to the 3 maximum for the English by the Spring of 1902. No England could withstand a determined attack by such a force. Strangely enough, Prosnitz told me that he couldn't understand why he was in the game as he claimed to be the only person in the game that didn't have any grudges. Gene was the first eliminated, which only goes to prove: if you have grudges you'd best find out about them; if you don't, then stay away from grudge games.

In the east, I began to have some troubles. Smythe didn't want to attack both England and Turkey in 1901. In fact, he didn't want any part of Turkey. This meant that the Austrians and the Italians had to go against Turkey alone. To merely suggest that they do it alone is usually not enough. The Italians need security when they make the delicate move of Spring 1902 Lepanto (F Ion-Eas, F Nap-Ion, A Tum /h/) as an Austrian back stab can lock up Venice with the Italian units spread out over the Mediterranean. (Lepanto Opening sees the Italians conveying the Army Apulia to Tunis in the Fall of 1901 and then moving the two fleets (I built W01) against Turkey in the Spring of 1902, finally ending up with a convoy to Syria in the Fall of 1902 for the attack on Turkey from behind.) Thus, I had to firmly inform Austria (Lakofka) that under no condition would I attack Italy as long as Turkey was on the board and that I would support the Italians with at least one army moving to Piedmont and one fleet to the Western Med/Tyrrhenian Sea if the Austrians attack Italy while Turkey was still around. With the Italians I did the reverse, informing him that while I would back him up in any Austrian attack, I would attack him from the back if he went after the Austrians while the Turks were hanging around. Walker was psyched to try the Lepanto Opening so it was easy to help things along with the mutual guarantees. Later in the game, these guarantees would be quite important.

The initial stage of the game looked great: everyone moved as planned. When Walker and Lakofka stood each other off in Trieste in 1901 Spring, no one believed that it was a real attack as Walker had not moved Army Rome to a follow up position in Venice. The move to Tyrolia in the Fall of 1901 by Italy raised a few eyebrows in Paris (for I reasoned that had I stabbed Germany and taken Munich, the Italians would be in a good position from which to support them back into in Spring 1902. Such co-ordination between the Italians and the Germans can always be used against France in the middle game period; so I embarked upon a very cautious policy in regard to Burgundy from that point on. The Italian move also sent off all sorts of flares in Vienna as Rod had moved against Austrian advice and placed the army where it could be a potentially great threat to the Austrians. The greatest gain in 1901 was the surprise Turkish attack on Russia which was not fended off by the Russians until the fall. By attacking Smythe, Tretick forced Russia to join the coalition of Austria and Italy against him. This doomed Turkey and delivered the game to a blueprint copy of my game plan, which was quite the windfall.

During the winter builds, Prosnitz realized that he was doomed once he counted the 7 fleets lined up against him. His only chance of survival was to try to reverse the triple alliance against him to one against the other player in the middle: Germany. He was willing to concede Norway to the Russians and then to place his units at their disposal in exchange for me supporting him in a convoyed attack on Holland which would most likely work. Smythe thought that the plan would work nicely especially when paired with French moves to Burgundy and the Russians shifting to the Baltic and Sweden. Sure it would have worked fine with Cox-

...tipping Denmark and Belgium in 1902 and being eliminated in 1903. Only thing is, it would have worked fine for Russia and England and been terrible for France. The fleet advantage over England would have dropped from 7-3 to 5-3 with two German fleets out of the fight, so Russia's planned double cross of England after Germany would have been rougher. I finally refused to co-operate with it and informed Smythe by phone that I'd have nothing to do with it. My additional reasoning was simple: Germany is a perfect buffer between Russia and France (England isn't); a German attack on France is tough to pull off with a cautious French player; Germany could be taken out very easily between Russian and French armies whereas England is much harder to hit with a fleet ratio of 5-3; the temptation for Prosnitz to ally with Russia against me would have been much greater than the reverse; tipping it all off Prosnitz is one of the foremost Win Only players always going after the front runner and of course our past experience of never having kept an alliance forced me to reject outright the Russian-English deal.

With France refusing to join, Smythe had no reason to back it as the chances of pulling it off dropped tremendously. Thus Smythe agreed to the original plan of a supported attack on Norway. With the English expecting to be supported into Holland they would find their army destroyed, which was what I wanted as an English army conveyed back to England would have delayed an invasion somewhat. Prosnitz of course was not told that we had rejected the idea and I encouraged him to believe that it was still on to insure the elimination of the army in Spring 1901.

In the east, I had to get the Italians out of Tyrolia lest it break up the Eastern Triple Alliance against Turkey. So, I reminded Rod of my Turkish policy as well as Len so as to ease him mind and I was all set to hit the Italians if they did attack Austria. Luckily, Rod backed off and informed Austria and France that he was pulling south.

The Spring 1902 results were very gratifying as it showed the success of a lot of work behind the scenes: the English Army Norway was destroyed after receiving no support for its attack on Holland, Italy had pulled out of Tyrolia and moved into the Eastern Mediterranean and while my move to the Channel had failed, the rest of my fleets were moving north.

At the end of the Spring 1902 moves, I got a dejected phone call from Prosnitz. He realized now that there was no way he would break the triple alliance against him, his best effort turning sour. He asked me whose idea it was to not go through with the deal. I was stunned at first by the question. The only reason Gene could have for asking such a question would be to know the object of a future Banzai-Suicide charge, thus giving his centers to another power by default. This gave me three big incentives to lie through my teeth (you should NEVER provide incentives for lying in Diplomacy). So I plainly told Gene that Smythe had vetoed the plan so I couldn't go along in it. Gene responded that since Smythe had stabbed him (!) and he had trusted him (!!!), he would banzai against Smythe and yield England to me. There was all sorts of rejoicing in Paris as it not only sealed the English fate, but the English abdication allowed me to use the English units to delay the Russians and the Germans so I could take all of England in a flat-accomplish with the Germans and the Russians no where near England.

This marked the end of the early game period and projected the western powers into the middle game period in 1902 without the other powers knowing of it, allowing the French to prepare for the middle game moves quicker and with greater assurance of what was going to happen in the transition than the other powers. Thus, the windfall of England was the first stormy blast that would allow France to create a whirlwind of moves that would always keep Europe reeling from one blitz after another.

THE CENTIPEDE CLUB

Conrad von Metzke proudly announces that the circulation of his Costaguana has now reached 100! We should also like to point out that Costaguana is the 2nd oldest active Digpy zine and has long been an old standby. A list of the current 3-figure zines is as follows:

1. Xenogogic (Poery)	234 ¹	4. Grinstark (Beardman)	135
2. Erethwon (Walker)	157	5. Hoosier Archives (Buchanan)	119
3. Liaisons Dangereuses (Lakoffa)	143	6. Costaguana (von Metzke)	100

Of this total, 175 go to active players and 20 some go to non-active players.

* * * * *